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REMARKS

The amendments herein do not introduce any new matter. Claims 175-185 and 191 are pending in the application. Claims 175, 179 and 191 have been amended. It is believed that the claims herein should be allowable to Applicants. Accordingly, allowance is respectfully requested.

I.   Claim Rejections – 35 U.S.C. § 103

The Examiner has rejected claims 175-178 under 35 U.S.C. §103 as being unpatentable over U.S. Patent No. 6,151,643 to Cheng et al. ("Cheng") in view of U.S. Patent No. 5,970,143 to Schneier et al. ("Schneier") and further in view of U.S. Patent No. 6,222,449 to Twining ("Twining"). The Examiner has additionally rejected claims 179-185 and 191 under 35 U.S.C. §103 as being unpatentable over Schneier in view of Twining. The Examiner states that Schneier discloses essentially all of the limitations of the pending claims.

Applicants have amended claims 175, 179 and 191 to more particularly point out and distinctly claim the subject matter regarded as the invention. Claim 175 has been amended to recite that the game server includes a device trajectory monitoring server operably connected to the infrastructure of the Internet, said device trajectory monitoring server configured for web access for owners to monitor said client machines through time and space coordinates. The client machine includes a global synchronization unit and each client machine generates a response which is time stamped and space stamped wherein the time stamp provides an absolute time reference regardless of network latency of the client machine and the space stamp provides an absolute spatial reference for the

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client machines. The present invention, as recited in amended claim 175, is directed to a

method of handling communication in a multi-player contest using multiple game servers

to handle communication with the client machines. Importantly, the game server

includes a device trajectory monitoring server operably connected to the infrastructure of

the Internet, said device trajectory monitoring server configured for web access for

owners to monitor said client machines through time and space coordinates enabling

owners to monitor the coordinates of the client machine.

Claim 179 has been amended to recite that the game server includes a device

trajectory monitoring server operably connected to the infrastructure of the Internet, said

device trajectory monitoring server configured for web access for owners to monitor said

client machines through time and space coordinates. The client machine includes a

global synchronization unit and each client machine generates a response which is time

stamped and space stamped wherein the time stamp provides an absolute time reference

regardless of network latency of the client machine and the space stamp provides an

absolute spatial reference for the client machines. The present invention, as recited in

amended claim 175, is directed to a method of handling communication in a multi-player

contest using multiple game servers to handle communication with the client machines.

Importantly, the game server includes a device trajectory monitoring server operably

connected to the infrastructure of the Internet, said device trajectory monitoring server

configured for web access for owners to monitor said client machines through time and

space coordinates enabling owners to monitor the coordinates of the client machine.

Similarly, claim 191 has been amended to recite that the game server includes a

device trajectory monitoring server operably connected to the infrastructure of the

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Internet, said device trajectory monitoring server configured for web access for owners to monitor said client machines through time and space coordinates. The client machine includes a global synchronization unit and each client machine generates a response which is time stamped and space stamped wherein the time stamp provides an absolute time reference regardless of network latency of the client machine and the space stamp provides an absolute spatial reference for the client machines. The present invention, as recited in amended claim 175, is directed to a method of handling communication in a multi-player contest using multiple game servers to handle communication with the client machines. Importantly, the game server includes a device trajectory monitoring server operably connected to the infrastructure of the Internet, said device trajectory monitoring server configured for web access for owners to monitor said client machines through time and space coordinates enabling owners to monitor the coordinates of the client machine.

Neither Schneier, Cheng nor Twining, either alone or in combination, disclose a system with a server which includes a device trajectory monitoring server operably connected to the infrastructure of the Internet, said device trajectory monitoring server configured for web access for owners to monitor said client machines through time and space coordinates. Schneier is directed to a remote-auditing of computer generated outcomes. Schneier discloses a time component as part of the encoding of messages from the client to the server, however, the time component is only used as the basis for metering (or billing) purposes. There is no teaching or suggesting in Schneier for including a server which includes a memory storage device and an owner registration server resident in said storage device. Cheng is directed to the automatic updating of software on multiple client computers. There is no teaching or suggestion in Cheng for

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the use of a server which includes a memory storage device and an owner registration server resident in said storage device.

Twining is directed to a remote fish logging unit for electronically recording relevant information related to fishing conditions at a number of locations and sharing the information through a network server. Similar to Schneier and Cheng, Twining lacks any teaching or suggestion for a device trajectory monitoring server (network server in Twining) which allows web based access for monitoring game machines.

The Examiner is reminded that to establish a prima facie case of obviousness, three basic criteria must be met. First, there must be some suggestion or motivation, either in the references themselves or in the knowledge generally available to one of ordinary skill in the art, to modify the references or to combine reference teachings. Second, there must be a reasonable expectation of success. Finally, the prior art reference (or references) must teach or suggest all of the claim limitations. In re Vaeck, 947 F.2d 488 (Fed. Cir. 1991).
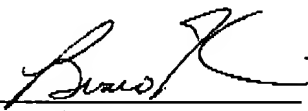
Since the cited references do not teach or suggest all of the claim limitations, either alone or in combination with each other, a prima facie case of obviousness has not been set forth. Applicants, therefore, respectfully submit that amended claims 175, 179 and 191 are allowable over the cited references. Claims 176-178 and 180-185, by their dependency on amended claims 175 and 179 respectively, are similarly allowable.

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II.   Conclusion

For the foregoing reasons, Applicants believe that all of the claims are now in a

condition for allowance. Early notice to that effect is earnestly solicited.

Respectfully submitted,

By:_____

Bosco B. Kim
Registration No. 41,896

Date: January 25, 2005
REVEO, INC.
3 Westchester Plaza
Elmsford, New York 10523
Telephone (914) 345-9555
Facsimile: (914) 345-9558

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